

Stan Lee Presents:



Marvel Super Special #15

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Based on the screenplay by Harold Livingston,
Story by Alan Dean Foster and Gene Roddenberry, Produced by Paramount Pictures.

December 1979

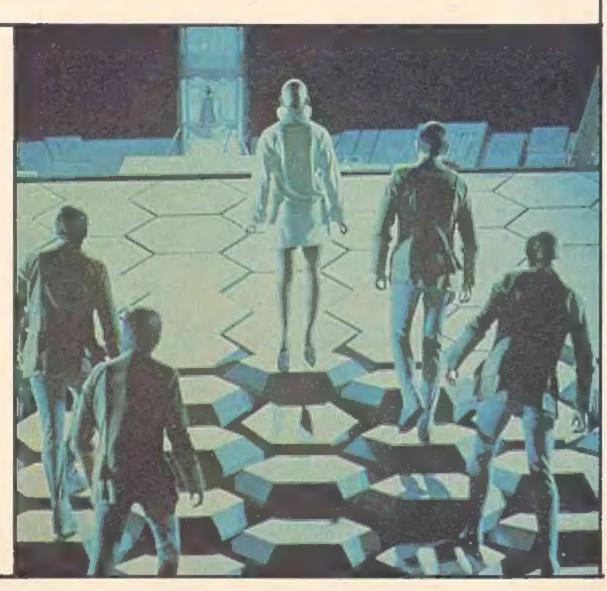
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If your local editor has somehow missed the boat, tellhim what he's missing—so you can join the millions of fans of the daily Hulk!

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yet!

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newspapers the most exciting, colorful,

rampaging adventures of ol' greenskin

fine, but not in school or business.





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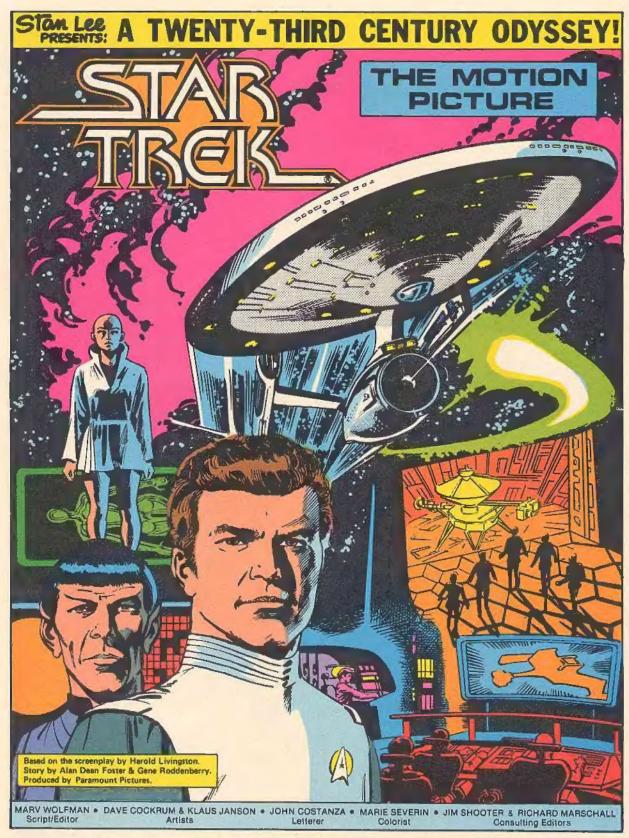
know. This idea Asking Questions.



by Stan Lee and Larry Lieber

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Van.



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YOU HAVE NOT ACHIEVED

THE MASTER GENTLY LAYS HER SLENDER HAND ON THE LEAN VULCAN'S TEMPLE, THOUGHTS HIDDEN AND LONG SUBMERGED EBB AND FLOW LIKE THE CRASHING SURE



KOLINAHR -- YOUR HUMAN EWOTIONS ARE NOT FULLY EXTINGUISHED.

HE WILL NOT ACHIEVE HIS GOAL WITH US, HIS ANSWER LIES ELSEWHERE.













MEMORIES NEVER TRULY PORGOTTEN FLARE STRONGER AS KIRK PROUDLY STRIDES THROUGH THE REFURBISHED ENTERPRISE HALLWAYS. A MIGH SPEED ELEVATOR WHISKS HIM TOWARD THE UPPERDECK BRIDGE, AND A CHROME-ALLOY DOOR WHOOSHES OPEN AT HIS PRESENCE...





















WELL, SIR, IT

YOU FOUND

A WAY!

LOOKS LIKE











4 MEANY BROODING SILENCE HANGS OVER THE ENTER-PRISE THANSPORTER ROOM AS KIRK QUIETLY MUMBLES A SAD PRAYER TO COMMAN-DER SONAK'S MEMORY. THEN ...





ALL EYES TURN TO THE ENTERPRISE MONITOR SCREENS AS THE ANGUISHED FEATURES OF EPSILON NINE COMMANDER BRANCH SHIMMER INTO VIEW...





AGAIN THE VIEWER SHIMMERS, AND BRANCH'S IMAGE IS REPLACED WITH THE ORBITTING STAR PLEET OUTPOST CALLED EPSILON NINE..



FOR A MOMENT, THE ENTERPRISE CREW WATCHES IN TOTAL FASCINATION...



... WHICH, LESS THAN AN INSTANT LATER, SOURS TO HORROR AND REVULSION!





AND EVEN STARSHIP

CAPTAIN JAMES T. KIRK IS AT A LOSS FOR ANY COM-



CAPTAIN! TRANSPORTER PERSONNEL REPORTS THE NAVIGATOR, JUNIOR GRADE ILIA IG ALREADY ABOARD AND EN ROLITE TO THE BRIDGE.



ALL BRIDGE CHATTER SUDDENLY CEASES, ALL EYES RIVET ON THE TALL, STRTUESQUE DELTAN STANDING SENSUCUSLY IN THE ELEVATOR DOORWAY.











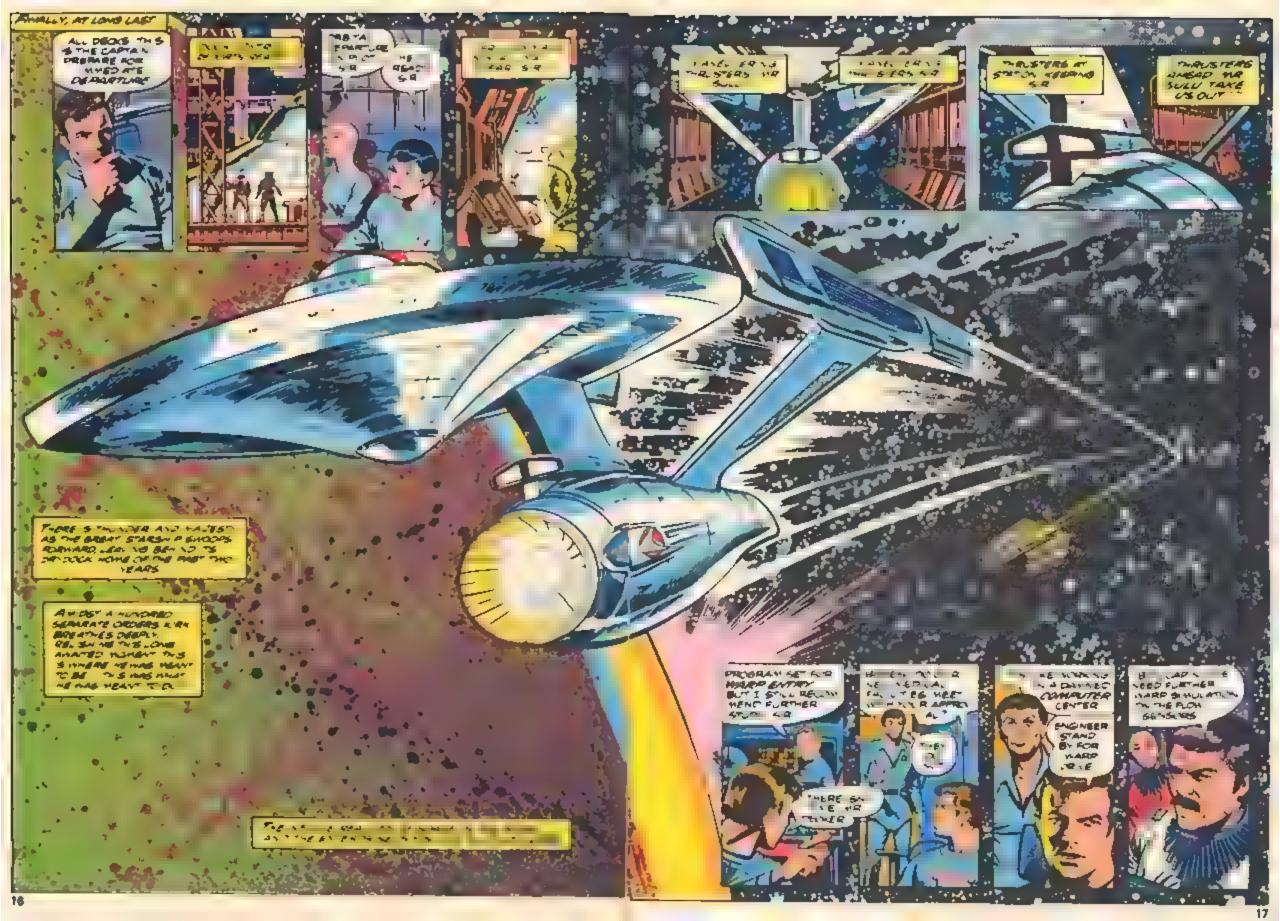








REUNITED FRIENDS ...









FOR THE VOYAGE AHEAD...







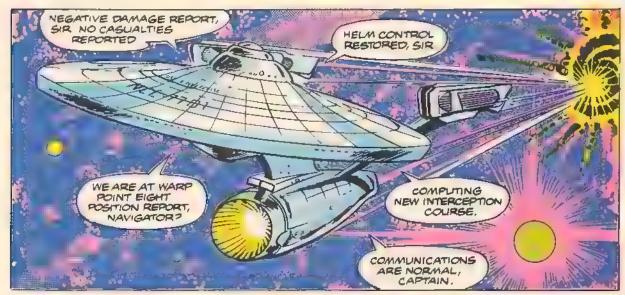








































BUT THE CREW'S WARM GREETINGS ARE ONLY



WHICH MEANS WE WILL NOW BE ABLE TO INTERCEPT THE INTRUDER WHILE STILL MORE THAN A DAY



















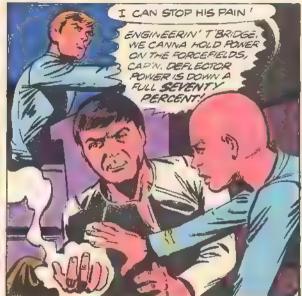








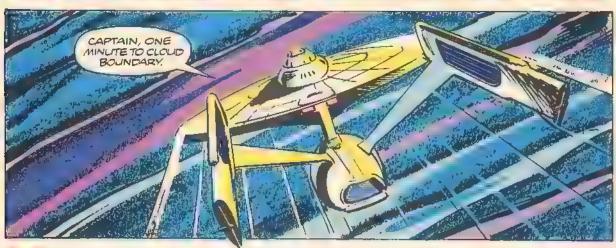


















































SPOCK CLASPS HIS POWERFUL VULCAN FISTS TOGETHER AND SMASHES THEM DOWN WITH A SHATTERING BLOW IN A FLURRY OF SPUTTERING FIRE AND SPARKS, THE COMPUTER CONSOLE SPLITS WIDE...























WHERE IS THE REAL















SUDDENLY THERE IS THE RASPING SOUND OF METAL BUCKLING... TEARING... AND THEN... HILITU ..

I HAVE RECORDED ENOUGH HERE YOU WILL NOW ASSIST ME FURTHER, CAPTAIN.







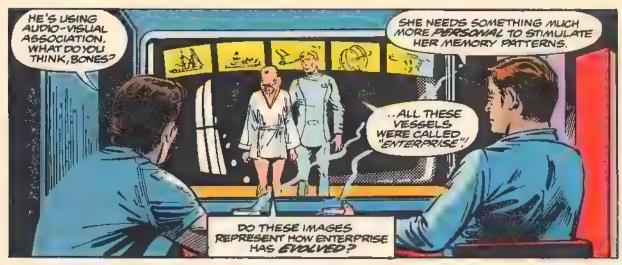


CAPTAIN'S LOG, STARDATE 7414 1. OUR BEST ESTIMATES PLACE US SOME FOUR MOURS FROM EARTH, NO SIGNIFICANT PROGRESS THUS FAR REVIVING ILIA'S MEMORY PATTERNS WITHIN THE SPACE PROBE. UNFORTUNATELY, THIS REMAINS OUR OWLY MEANS OF CONTACT WITH OUR CAPTOR.















HIS LEAN FACE IS BRIM AS HE













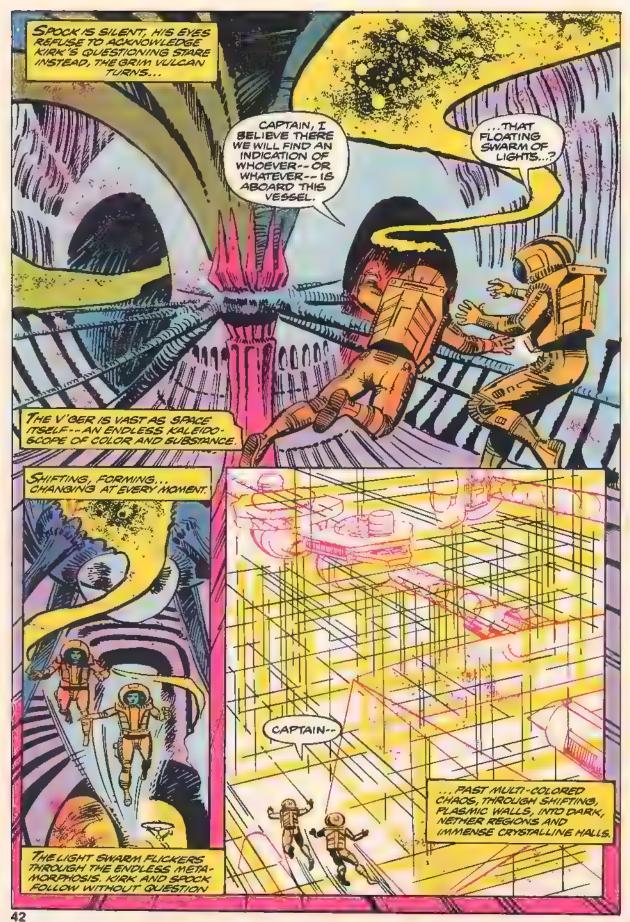




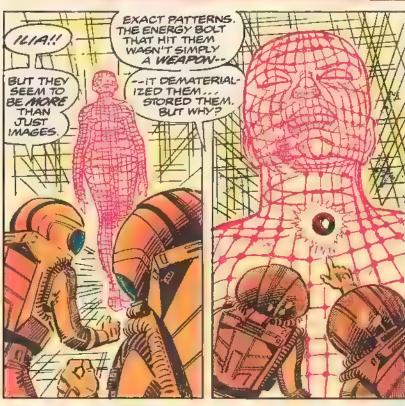




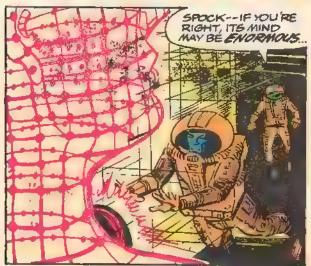


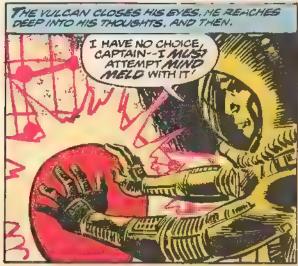
















THEY TURN FROM SPOCK, BUT A HARSH, BITTER LAUGH FORCES THEM TO WHIRL IN





































WITH COLD, SEARCHING EYES,

KIRK GLARES AT THE DELTAN

MANIFESTATION.

































PROMPE V'GER WITH







































OUT THERE

HATAWAD

The End





STAR TREK THE PHENOMENON

by Tom Rogers

t all began on September 8 1966 at 830 pm. On that fateful day NBC-TV aired the first episode of a new series. The Man Trap I from a little science-fiction gementified Star Treik. Never before has humanity seen such a program on the tube and this was immediately obvious to most. The episode, produced by creator Gene Roddenberry and written by Georg Clayton Johnson was about some space sailors who went around in a marverous y-designed starship called the U.S.S. Enterprise Earlier that year, TV Guide had described the concept as a "Wagon Train of the stars or some such nonsense Wagon Train had been a fairly well done weekly western, and there was nothing really uncommon about it Star Treik or the other hand, was very definitely unique.

Prior to 1966 only one other st effort on television had contained any adult appea because of its quality and frequent intellectualism upon Stefano's **The Outer Limits** (ABC TV). That was an anthology series without any continuing characters. **Star Trek** was something far more difficult to create: a regular weekly production with continuing characters. The concept was mind-boggling, since it had never been done **right** before

"Man Trap was without a doubt an offering that was nother style of **The Outer Limits**. It dealt with a murderous salt-eating creature from another world that possessed intelligence, telepathy and a shape-changing ability. There were excellent directional techniques, fine production values, rampant sexual allusions **death** and destruction **and** the intriguing new characters. Of course, there were also the somewhat silly phasers, which at one point intoxicated a man into a slow-motion speech by affecting his nervous system. Nonetheless, this was certainly worth watching, and it quickly set the trend for a lot of TV science-fiction that was to follow."

One week later, the program deter-orated a bit into something that had a much tamer theme. "Charlie X," about a human teenager who was raised by telexinetic aliens. He was emotionally immature nearly omnipotent by our standards and really nastly in spite of itself, this tale of a youth's sexual awakening was filled with pathos and tragedy and it brought tears to the eyes of many viewers. Star Treix was by no means common TV junk. There was hope for this generation of viewers, the days of Lost in Space and its lik were, hopefully, finally over.

The succeeding episode, 'Where No Man Has Gone Before (the theme of the show), was back on the beam Herein Kirk and the rest of the **Enterprise** crew were challenged by an Earthling with godlike powers. Spock, the halfbreed Vulcan, urged, "Kill him," as their foe's ability grew, but his good human captain would not hear of it-

until it was too late. On the other hand, the very idea of a good guy slaying someone in cold blood had practically never been seen on the tube, but we all knew that the pointy-eared cutey was dead right, when he made the suggestion. We were back to serious activities of death and destruction, and we were loving every minute of it (Actually, this was supposed to be the very first **Star Trek** adventure, but NBC had shown them out of sequence. All ready, the network executives were causing a problem with a series that they would later consider to be inconsequential.)

This was how it was, pretty much, for the next two years –except that the regular characters became considerably more complicated. Moreover, the crew was an intergrated one with Biacks Orientals. Russ and a venione who somewhat resembled the Devil (incidentally, NBC wanted to drop Mr. Spock after the first year because they felt that his alarming visage was offensive to the Bible Belt but Roddenberry would not comply). Uniquely there was a great deal of death, sex and scantily clad women on the program, and most of the scripts were far above average. The viewers, naturally, loved it, and a cult following immediately began.

When NBC announced that Star Trek was going to be cancelled after its second season, the fans let themselves really be heard for the first time. A massive letter-writing campaign ensued, ed by people like Bjo Trimbie (Star Trek Concordance) and the network was soon deug ed by approximately **one million letters** asking, demanding, pleading, threatening that **Star Trek** be renewed. There were rallies and protest marches in New York and California, and all manner of other evidence that there were a lot of product buying viewers who iked the program enough to fight for its return. Consequently, NBC renewed **Star Trek** by announcing it **on the air** (a precedent) after an episode that was rerun one evening. They desperately wanted people to stop writing in because it had become much too costly for them to keep up with the incredible volume of ma. The movement had succeeded but the network managed to sabotage the show nonetheless. They scheduled it for Fridays at 10.00. pm, after Laugh-In, and it died after the third season Or-did it?

Almost immediately oil 79 episodes were packaged by Paramount TV and syndicated. Most wise station programmers decided to run the episodes at least five times a week, and the show became more popular than evert star Trek was distributed across the world and it is even now still experiencing fantastic popularity; for example, it's



ovailable in 114 American cities. Not many series have ever had such a response from the public (**1 Love Lucy** is one of them), and few will in the future.

Speaking of the future that is what **Star Trei**k is all about it gives us something to look forward to a time in the 23rd century when human ty has become one. There is almost no prejudice, and most vices have been suppressed in favor of a truism and dedication to a cause. The latter is the growth, development and protection of the United Federation of Planets, and intergalactic brotherhood that encompasses all friendly races. Nearly everyone, lives in harmony and peace, and Starfleet spaceships patroi the universe in a neverending quest for peace, love, and friendship. The Federation is determined to help sentient beings everywhere, yet they are constantly threatened by unfriendly lifeforms. In the long run, though, the wisdom of its officers and enlisted personnel often win out, and hope for a much better tomorrow is renewed.

These are human dramas, often filled with sensitive portrayals, dealing with realistic characterizations and extremely likeable people They are often scientifically piauslibie in a fanctul sense and they strive to keep young people interested in worthy endeavors like our country's space program. A view of futuristic societies-many of which, including Earth, are vertable utopias-is presented. The human potential is deat with in a highly optimistic manner and the futuristic people are in essence what we would like to be Technology is highly advanced, and there are starships that can span entire solar systems in very short periods of time. The thrill of such accomplish ments as well as the marvelous sense of wonder give one a wonderful thrill when the viewer considers that this might really happen someday. Many allen races work hand a hand with humanity to reach out and boldly go where no person has ever gone before.

The obvious philosophical messages are equally intriguing. There are tales dealing with gods (a relative term naturally), monsters, sex, emotions, ambition, optimism, misguided civilizations, prejudice and so on, and they were often very well executed. There are also occasional misinterpretations on the part of the regular cast. The characters try to keep an open mind, realizing that others have different beliefs and ways of life. However, the viewer is shown-often in subtle ways-that a negative approach is often very dangerous embarrassing and/or tragic. Our universe is vast, and there is undoubtedly a lot in it that we are totally unfamiliar with.

On more obvious levets, the 79 episodes are a great deal of fun For the most part, they had good character-

izations, mystery, intrigue humor, suspense, pathos, moral lessons, and so an. The direction was generally superior special effects were certainly above average and most aliens were convincing (often, humanoid civilizations were dealt with, exposing us to a variety of similar societies and mores). The stories, themselves, were generally well written and competently acted and the sets and costuming were very impressive and colorful. This was a quality production, and an expensive one for the period, too

Noted scientist and writer Isaac Asimov, is reported to have stated that **Star Trek** was the purest representation of true science-fiction on television. Many others agree with him (myself included), despite the fact that is has been in reruns for ten years now. It remains one of the best senes of all time-if not **the** best.

unfortunately things changed a bit when 1973 rolled ground. On September 15 of that year, the animated program made its debut, and it was a disappointment. While it wasn't bad for a Saturday morning TV show it presented Star Trek stories that were simply awful when compared to the live-action episodes. Not only were they kiddle oriented (which, of course, is to be expected, considering the medium and timeslot), but a number of them deviated so much from the original continuity that they made glaring mistakes and even altered the series his tory. The initial adventures had been filmed in a logical sequence, often reflecting events that had occurred in earlier episodes. Everything had a purpose, and a believ able mythos was established based on the characters and their experiences. The animated offerings presented a number of sequeis to the originals that made little sense at all, bringing back old characters and changing them. A mature series had become a juvenile one and this was a travesty. All of the elements that had made **Star Trek** great were toned down in this highly annoying version. and a lot of fans consider these tales to be part of an afternate universe. Others ignore the animated episodes pretending that they never existed in the first place. The cartoons served liftle purpose in making the show a continued phenomenon except perhaps among young children who had never seen the other 79 adventures. For all intents and purposes we too will forget about the cartoons for the remainder of this article

Don't get me wrong-not all **Star Trek** episodes were excellent. While some received various deserved awards, others were so bad that they should never have been made. A prime example is "Spock's Brain," which was the **first one** aired during the third season! Another was: "The Way to Eden, about space hippies. You can't always



have a winner, but the original **Star Trek** has much more than its share of greatness

Some of the more controversial episodes dealt with religion, politics, war and other series taboos. Consequently certain episodes were never shown in various areas of the United States because station managers felt that their viewers would be offended. More often, though, entire scenes were cut out to make the adventures more subdued less violent and far less intellectual. Even today, this practice is still in effect in a variety of locales.

Many people who are not enthused by Star Trak think of its fans as being very strange people-malcontents. freaks, brain damaged outcasts of society who have nothing better to do with their lives than to idolize a "dumb science-fiction show" While a few Trekkies," as we are called might fit into that category, the vast majorty of us do not. For the most part, the program's fans consist of some highly intelligent and sophisticated individuals. There are famous writers, scientists, businesspeople, and even government officials who proudly proclaim that they like the show. The average Trekkie is of above-average intelligence, and has a sense of wonder that sets him apart from those unfortunate enough to lack an appreciation for **Star Trek** and/or science-flation in general. Not all st enthusiasts are Trekkies, and not all Trek fains are st buffs but the two often go together. However Star Trek is not "merely" sci-fi-oriented. There are episodes that have themes encompassing military justice, the Old West, World Wat It submarine-type warfare, Ancient Greece, and so on There is something for everyone, when you really get down to it

As the ever-popular saying goes, "Star Trek lives!" It definitely does and one has only to look around to see if We now-finally-have the monumental motion picture, and, as a result a lot of tie-in merchandse is being released to the general public. However, for the past 13 years, it has been obvious that the program never died, despite all of NBCs efforts. There are close to 400 known fan clubs devoted to this program, and successful conventions have been held a lover the world-land still are. There have even been a large number of Masters and Doctoral theses based on, or dealing partly with, Star Trek. The phenomenon also lives.

The first convention of this sort was given in New York City in January of 1972. About 600 people were expected to attend but nearly 4000 showed upl This was largely because. Gene and Majel (Barrett) Roddenberry, D.C. Fontana and isoac Asimov were the guests. Since then, most-if not all-**Star Trek** cons have been extremely

successful. They almost always feature guests who were connected with the program.

The fan clubs are occasionally staggering in their scope and membership and the Star Trek Welcomittee is the largest and most influential of these. It is a non-profit group of dedicated Trakkies who strive to help other organizations and Individuals. They publish the Directory of Star Trek Organizations, a monthly newsletter and other very useful brochures. Some of the fan clubs have members in all states of the Union, and there are many similar organizations located throughout the country. Likewise, there are some overseas, including England, France, Japan, West Germany and so on A few of them are devoted primarily to one or more actors from the showand not just the regulars either. There are a number of them honoring Mark Leonard, Mariette Hartley, and so on. For extensive information on this subject as well as others, check out Grosset and Dunlap's tradesize paperback A Star Trek Catalog, by Gerry Turnbull and Neil Appelboum it contains a wealth of data including addresses.

As of this writing, there are close to 50 different companies putting out authorized **Star Trek** merchandise, including some of America's top toy manufacturers and book publishers in all there are about 60 books available, including short story adaptations of the original episodes, photonovels with color scenes from separate missions, new adventures based on the program, and studies of the production and its effection society.

There is no doubt that **Star Trek** has made a fremendous impact on our society even the experimental space shuttle was named. Enterprise in honor of the much-believed series. Why then, did it take so long for the movie to be released? there were a number of reasons, primarily those concerning money and the availability of the original stars. Just be happy, as I am, that **Star Trek-The Motion Picture** is finally upon us, with its fine script and incredible special effects, and hope that the next media adventure in the series will emerge in the not-too-distant future.

According to the show and its new film, there is hope for humanity. We will find our place in the stars, and even influence many societies, Long ago, H.G. Weils wrote about a variety of utopias, but they are still non-existant. Someday, hopefully, the days of the Federation will come to pass, and our descendants will benefit from a society that now exists only in our fantasies.

Star Trek must live forever, because it represents our eventua salvation.

Live long and prosper

Touching Base with Reality



an interview with Jesco von Puttkamer

r von Puttkamer was a science advisor to Star Trek – The Motion Picture and the Program Manager and Senior Staff Scientist of Future Programming at NASA

With the interest in science fiction, has there been an increase in the public interest in what NASA is doing? Also, has the federal government changed its attitude towards your funding?

A: There has been an outburst of manifest interest by individual segments of the public, however, the public is not organized and there is no grass-roots organization of movement which would concentrate this interest and make it work more effectively. We have had an increase n letters from science-fiction fans and the more general pubic wanting to know what this strange looking vehiclethe shuttle-is all about and what it means for the future. A very minor percentage of the public is interested in space would say the public at large is what call apa thetic about t People at large are positive towards space and have what i call a warm feeling about it. How ever they do not tell any one about It and so the people's congressional representatives do not realize that there may be undercurrents, a grass-root interest in space Consequently they do not feel the space program has any priority. So every time the budget gets cut back because the nation has to economize to balance the budget, the space program is the first to be cut. This is because it is the easiest to touch Approximately 70-75% of the budget is untouchable by law you cannot reduce the funding for certain programs, social service care leterans' programs, etc., are frozen and untouchable by the budget cutters. As a result, there is only a small portion of the national budget that can be massaged or reduced and the space program seems to be the easiest victim every time

The way it looks we wind up with a constant annual budget of around 4.3 or 4.5 billion dollars every year, which is about equal to the amount spent by HEW every seven days. So in reality our budget is just a finy fragment, less than a cent per tax do ar

Q: is if true that approximately \$40 million was spent on the making of the **Star Trek** movie making it one of the most expensive if not **the** most expensive films every made?

At have heard lots of rumors but I cannot really make any statements on how much it cost in fact. Michae Eisner the president of Paramount in Horywood when he had the press conference in 1978, made the statement that this would be the most expensive film Paramount ever made. He stated that all the episodes of Star Trek combined would cost less than what the movie would cost.

Q: What are some of the new developments of the shuttle program?

A: We are looking forward to the first flight which was originally scheduled for Nov. 1979. Due to unforseen mechanical problems we rescheduled the launch to be-

tween March and June of 1980. This gives us more time to work out the problems and make the dunch a good and safe flight.

The crew has already been chosen, it will be piloted by John Young, who has been in space four times. The shuttle will be co-piloted by Bob Crippen, who is a rook elastronaut.

Q: Why isn't the ENTERPRISE being used?

A: The ENTERPRISE was a ways to be a test vehicle for ground tests only You need a ground facility or check out vehicle of that sort before you can safely commit to a manned flight in space. The other four orbiters are under various stages of development and are named, the COLUMBIA which will be the first in space, the DISCOVERY the CHALLENGER, and the ATLANTS.

Q: Can you tell me more about the new astronaut recrulting program?

A. Two or three years ago we selected 20 mission specialists, and 15 pilots. Mission specialists must have a scient fic background in one of the following fields chemistry biology physics or mathematics usually a Bachelor of Science, and either three years of related experience or a PhD are needed to qualify

The pilots are more flight oriented Pliots logically come from the Air Force or other Armed Services because the basic requirement is at least 1000 hours of piloting command fight experience in the high-performance jets such as the T 38 or the F-15 However if a civilian had this type experience there would be no reason he cound not apply Generally to become a candidate for the shuttle program you must be in reasonably good health have the above educational requirements, and be between 60-74 inches in height. Applications for candidacy this year are being accepted between Oct. 1 and Dec. 1 Hopefully applications can be accepted every year at this time.

In closing if any of you have any questions about the astronaut program or want information on what is going on with the space program in general, please contact the following address

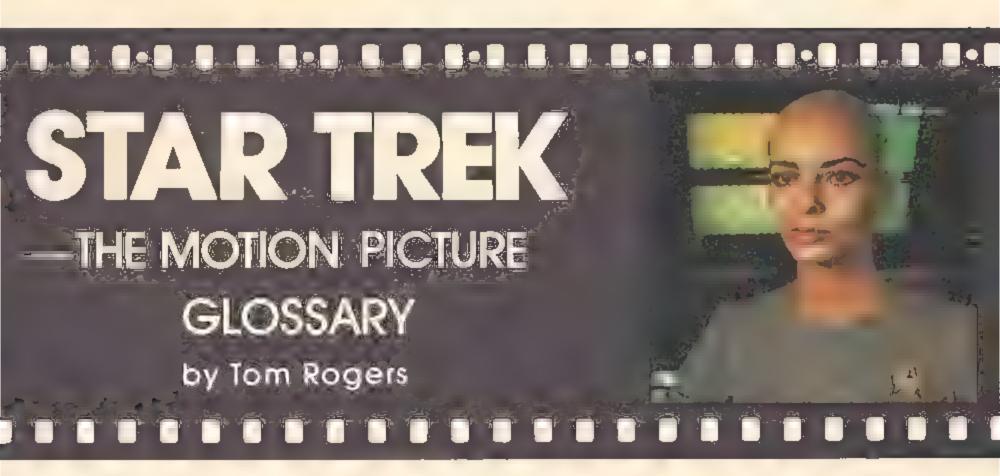
Astronaut Candidate Program
Code AHX
NASA Johnson Space Center
Houston TX 77058

0

NASA Headquarters Information Code MTC Washington, DC 20546

I you want the space program to continue and to get more funding so that we can make progress with the future write letters to your congressional representatives and etithem know how you feel and how you want them to vote on the space program's budget it is up to you as voters to decide I you want a space program or not

-Marion Stensgard



The following entries are, understandably, related to the **Star Trek** universe, However, they are particularly indicative of the new movie and its own unique concepts. You won't find listings for things like "Tribbies," "Nomad," "Babel," or "Vaa." because they aren't in the motion picture. Nor will you find references specifically devoted to items like "Ship's Computer," "Bridge" (of the **U.S.S. Enterprise**) or "Vuican" (the planet) due to the fact that they are too general and besides, you already know all about that stuff. Again, these alphabetically arranged people and terms are those which are particularly relevant to the film.

A word of warning: we seriously suggest that you don't read this glossary before you have had an opportunity to ingest the preceding adaptation, or else certain things will be ruined for you. I give away plot devices and so on, and you wouldn't want to know about them in advance. Save this for last, then enjoy it

AIR TRAM: An antigravity train that files only a few feet off the ground, and carries passengers to areas within the San Francisco of the 23rd century. This is the first vehicle that Admiral Kirk uses in the film.

AMAR, IMPERIAL CRUISER: The command vehicle of the three Klingon starships that encounter V'Ger when It enters their sector of space (Quad 1-14). It is the last one to be destroyed by a whiplash energy boit, immediately after it dispatches a warning message to Starfleet Monitor Station Epsilon 9.

ANDORIANS: Biue-skinned humanolds who have white hair and a pair of knobbed antennae protruding from their foreheads. Although they are generally small and silm, they are a fierce warrior race that belongs to the Federation.

ANTIMATTER: An extradimensional substance that, under normal conditions, destroys matter from our universe on contact. Starfleet scientists have succeeded in utilizing quantities of it to effect warp ative in selected vehicles. Regarding the U.S.S. Enterprise, it is located in the twin power nacelles that contain the warp engines. Early in the movie, an impalance in the technique causes a Wormhole Distortion that threatens to destroy the Enterprise.

BLACK HOLE: A star that has collapsed in upon itself, causing an enormous area in space that sucks in everything which comes into its range. To date, one can only speculate what effect such a phenomenon has on matter, but herein a 20th century "Voyager" space probe is caught and huried to another galaxy, where living metal creatures exist.

BRANCH, COMMANDER: The officer in charge of Starfleet Monitor Station Epsilon 9

CREATOR: Term used by V'Ger to Indicate its god—the being (in this case, beings) who created it. Long dead for three centuries, its NASA builders never imagined that it would one day merge with a living spaceship and return to Earth to menace human ty.

DALAPHALINE: A potent drug that Dr. McCoy injects into Mr. Spock's bloodstream to strengthen the Vuican. This occurs shortly after the alien attempts to mind-mela with V'Ger, and consequently goes into a coma.

DECKER, WILLARD: Captain of the U.S.S. Enterprise before Admiral Kirk assumes command. Afterward, he is temporarily reduced to the rank of Commander, and assumes the auties of both Executive and Science Officers until Spock relieves him of the latter responsibilities. He is resentful toward Kirk, and in love with ilia. Ultimately, his sacrifice saves Earth and the starship.

DIFALCO, CHIEF: An officer on board the **U.S.S. Enterprise**, who flis in as navigator after a disappears, when the ship is caught within V'Ger's tractor beam

FORCEFIELD: An invisible, nearly indestructible barrier that surrounds Federation, Klingon and Romulan starships. The ntensity varies, depending on necessity. It is automatically activated by any material object that is on a collision course with a ship, which is detected by the sensors. Originally referred to as "Deflector Shields."

ILIA: A female Deitan, assigned as navigator of the U.S.S. Enterprise She is a Lieutenant, Junior Grade, and "sworn



to cellbacy "Hairless, except for her eyebrows and eyetashes, she is cold, calculated, and able to physically cause pain in others to subside Despite the fact that she considers Earthungs to be "sexually inferior," she had a relationship with Captain Decker years ago, and still loves him. She is killed by V'Ger shortly after it kidnaps her

ILIA II: The android duplicate of Ilia, which is teleported to the U.S.S. Enterprise after the Deltan dies. It is a nearly living probe designed by V'Ger, which duplicates the woman perfectly-externally as we as internally Only the multicolored jewel embedded in the throat, in addition to the super-strength, distinguishes it from the original. Since it possesses the complete memory patterns of Ilia, it eventually enables the crew to save themselves—after which it is seemingly destroyed when Decker sacrifices himself

KOLINAHR: The most revered condition among Vulcans, it divests one of all emotion and dedicates the individual to total logic. Those who have achieved this state become the supreme leaders of the race. Mr. Spock nearly succeeds, but falls because of V'Ger.

LANG, CHIEF: The officer in charge of the rescue teams when the U.S.S. Enterprise is trapped in ViGer

LANG, ENSIGN: A security man on board the U.S.S. Enterprise, who is with Kirk and other officers when they discover like!

LINGUACODE FRIENDSHIP MESSAGES: A 23rd century computer language that the Federation uses to contact new intelligent races. They are made up of a true unliversal language, which most civilizations are able to understand. When they are beamed at V'Ger though, the creature ignores them because they are initially transmitted too slowly for the notice. Spock saves the day when he speeds them up.

LUNAR MONITOR RELAY: A Starfleet station, located on Earth's Moon, which boosts subspace radio messages.

MEMORY CRYSTALS: A series of large, gemike storage containers that serve as V'Ger's memory banks. In essence, they are like miniature television sets that contain the essence and exact patterns of all that the living spaceship has experienced. They are created by the

colorful sensor swarms that fly throughout the metallic being, and it is theorized that V'Ger's "dead" victims might actually be neld captive within them

NOGURA: A Starffeet Admiral of great renown, who is stationed in 23rd century San Francisco

PHILLIPS: A Security Officer who is sain by V'Ger's amorphous probe.

PROBE, V'GER'S: A blobbke probe, composed of raw energy, that is created by V'Ger and teleported to the U.S.S. Enterprise. The 7-foot-tall monstrosity absorbs energy and information through deadly tendrils of light, can fire a limited whiplash energy boit, and is able to override computer safeguards. After killing a security man, it enguits like in a binding flash and whisks her off to the creature's control center.

QUAD L-14: An area of deep space, located in Klingon territory where V'Ger is first sighted It is here that the unknown nitruder destroys a trio of non-Federation starships.

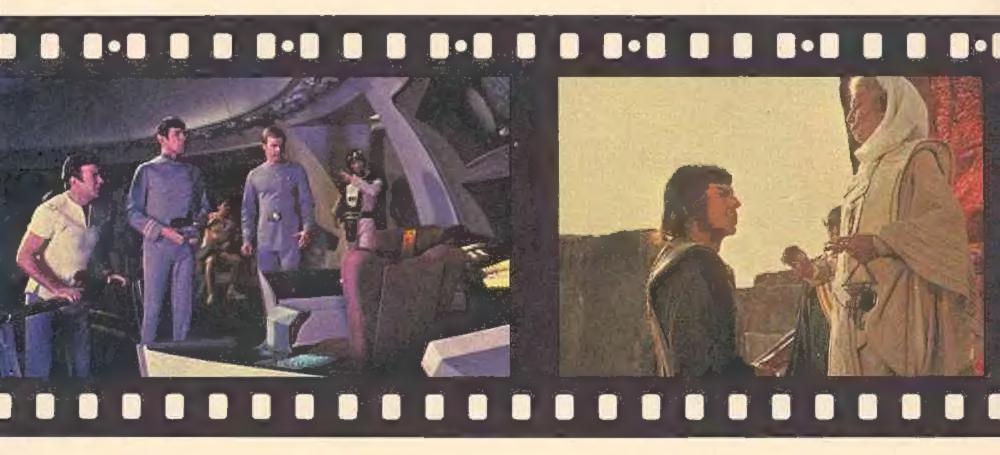
ROSS, CHIEF: A female member of the U.S.S. Enterprise

SENSOR SWARMS: Tiny, multicolored sensor mechanisms that fly throughout V'Ger's interior, gathering information and storing it in Memory Crystals for future retrieva. A large one is embedded in the throat area of illa's android double.

SONAK: A Vulcan Lieutenant Commander, assigned as Science Officer of the U.S.S. Enterprise Due to a transporter malfunction, he dies in a gruesome manner while attempting to reach the ship from Earth Beaming up at the same time was a human female, whom he apparently merged with—iterally—just before their demise.

STARDATE: A five-digit reference point in time that is used to begin entries in a starship's log. The first four numbers represent the date, while the remaining one stands for the hour, it also indicates the craft's ocation and speed

STARFLEET: The branch of the Federation that governs the Space Navy, and which often makes decisions regarding the weifare of both members and non-members. It is dedicated to keeping peace in the universe, aiding oppressed and/or primitive societies, and making a better place for everyone who is willing to obey their rules.



STARFLEET COMMAND HEADQUARTERS: Located in 23rd century San Francisco, where the Galden Gate Bridge and Transamerica Pyramid Building are still preserved, this is where important Federation decisions are made.

STARFLEET MONITOR STATION EPSILON 9: A distant Federation outpost, established to keep a close eye on its sector of space. The personnel here warn Earth of V'Ger's approach, but the entire planetoid is eventually destroyed by the then-unknown adversary.

STARFLEET ORDER #2005: A coded, mandatory instruction to cause a Federation starship to self-destruct. Captain Kirk gives this command when it seems as though V'Ger will actually wipe out all life on Earth, but it is rescinded in time.

THRUSTER SUIT: A spacesuit containing a built-in rocket pack for maneuverability and extended range. It also contains a flashing strobelight, which is visible for miles, and this is what Captain Kirk uses to keep track of Mr. Spock when the latter leaves the confines of the ship to locate V'Ger's nerve center. Also known as an "Environmental Suit."

TRANSPORTER: A teleportation device that can be used to beam someone or something over great distances by breaking down the atomic structure in one place and reassembling it elsewhere. Unfortunately, accidents often happen, and two crewmembers of the **U.S.S. Enterprise** are killed by a malfunction early in the film.

TRAVEL POD: A shortrange vehicle that is usually used to go from a planet to an orbiting ship, and vice versa, in the tale, Commander Scott flies one carrying Admiral Kirk to the **U.S.S. Enterprise**, which is in drydock undergoing extensive modifications,

23RD CENTURY: The period during which our story takes place. It is a wonderful time to live in, with prosperity and equality for all members of the Federation, but there is also the constant threat of extraterrestrial danger. V'Ger is just one example of such a problem.

UNITED FEDERATION OF PLANETS: A highly advanced group of civilized world in our galaxy that apparently stand for "Good, Justice and the American Way." Their

enforcement unit is known as "Starfleet." Also known as "the Federation."

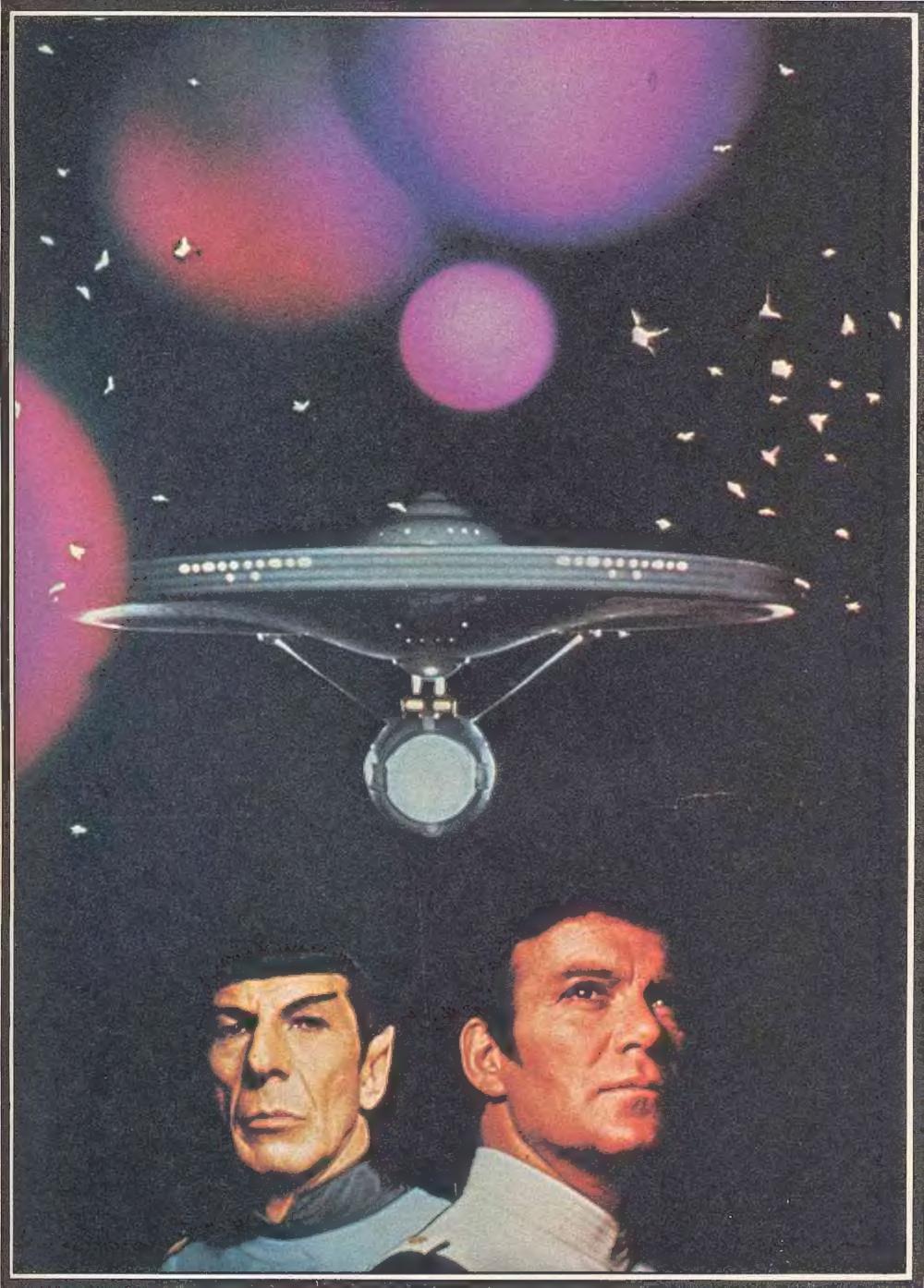
VEGANS: High-domed allens, members of the Federation.

V'GER: An awesome, living spaceship from beyond our galaxy, which somehow merges with long-lost Voyager 6 and makes its way to Earth in search of God, Surrounded by a luminescent cloud that is the size of our solar system, It destroys all sentient living things in its path because it considers us akin to vermin. It has attained perfect logic, is totally without emotion, and is unbelievably advanced beyond 23rd century Federation technology. The craft, itself, Is 78 kilometers in length, dwarfing the U.S.S. Enterprise, and it travels at mind-boggling speeds. It contains the sum total of universal knowledge, stored in Memory Crystals, and can even convert energy into matter. It makes amorphous probes, sensor swarms, near-living androids, is impervious to harm, and has almost limitless abilities. Nonetheless, it is empty and incomplete until Commander Decker's sacrifice enables it to mutate to a higher lifeform. Additionally, it is because of this being that Mr. Spock finally decides that his human side knows best on occasion.

VULCAN MASTERS: A legendary trio of completely emotionless Vulcans who have attained the extremely difficult disciplinary level of Kollmahr. They rule the planet with wisdom and strict adherence to their cold way of life. Currently, there are two males and one temple—the latter of whom determines that Spock is not yet ready to receive their coveted honor.

WHIPLASH ENERGY BOLT: A beam of tremendous power that is capable of destroying entire starships. Created by V'Ger, it whips around like a boomerang if it misses a target, and continues to seek its prey. Forcefields at full capacity can ward off one of these, but subsequent ones are able to obliterate everything.

WORMHOLE DISTORTION: A spiraling of stars and fluid light, narrowing into a deadly vortex. This space trap is caused by an imbalance in the antimatter engines, and jeopardizes the U.S.S. Enterprise early in the story. The cylindrical matter-time warp overloads main power systems and causes havoc with control consoles. It can often be dissipated by shutting down the warp drive, but such an act might be initiated too late.





BEHOLD!

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THE GLORY
AND THE GRANDEUR
THAT ONLY MARVEL
COULD CREATE!

The strains

1=SpER